













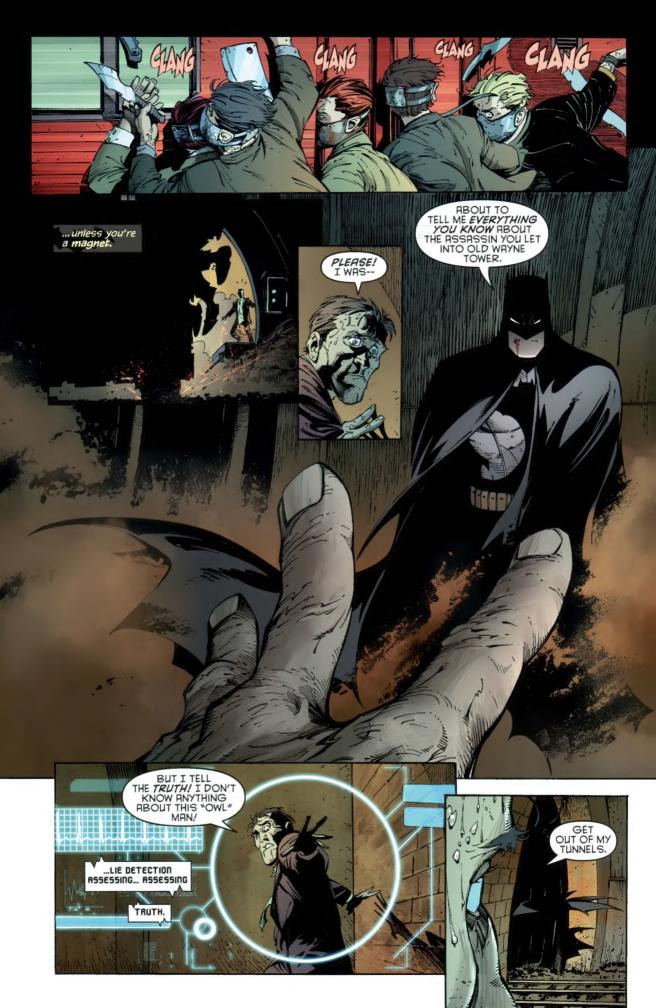


MR. WRYNE! MR. WRYNE! ARE YOU DOWN THERE?!









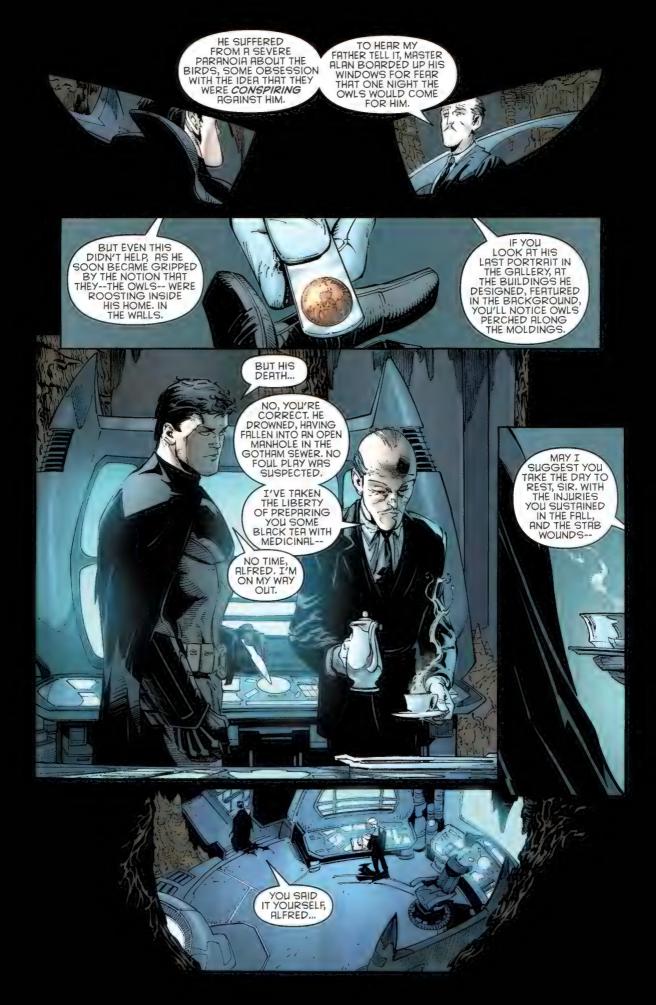








POINT, ALFRED.





































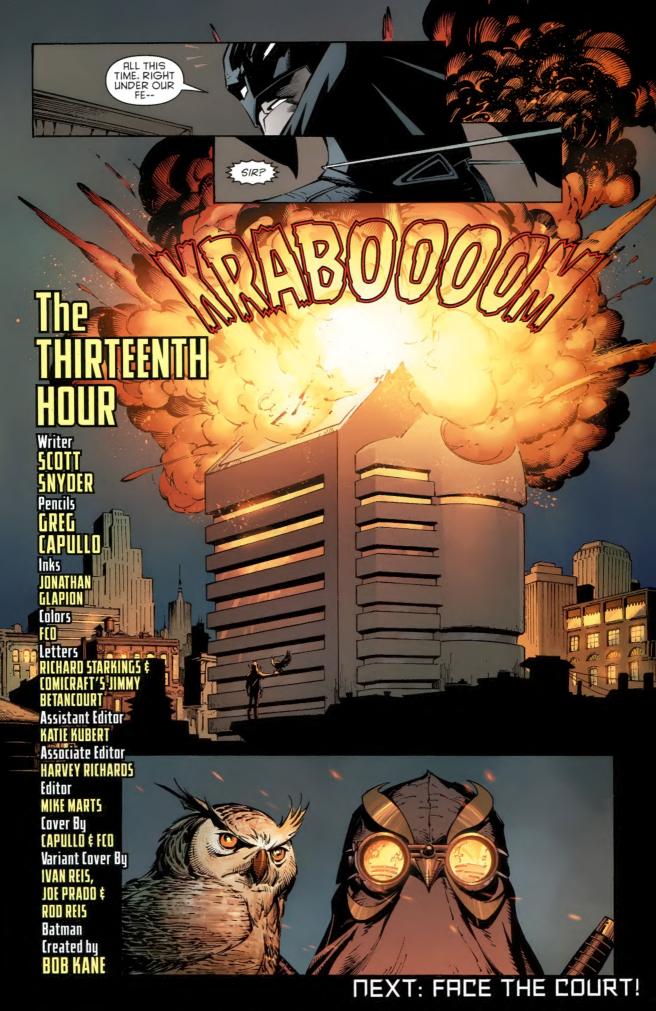
















to drawing in a superhero book. A young and strong heroine who I, along with my fellow creators, get to realize.

## 3. Can you tease the villains she will be fighting in upcoming issues?

Michael & Mike: We introduce a new archvillain for her in issue #3 who undergoes a startling transformation in issue #4, and then Supergirl runs into a spacefaring villain in #5 who will play a key role in Kara's immediate future on Earth.

Mahmud: We'll rack your "brain"!

## 4. What new thing are you doing with this character?

Michael & Mike: We will be showing that Supergirl might have new abilities different from her cousin's powers. Who's to say our yellow sun affects every Kryptonian the same way?

Mahmud: This is the Supergirl you know, but she's not the Kara you're familiar with.

5. How will you shock readers?
Michael & Mike: There is a huge
secret surrounding Kara's origin that
even she doesn't know yet. She will be
just as shocked as the readers!

## 5.2 What is your favorite page in the first few issues and why?

Michael & Mike: We love them all! But we are especially fond of the "sunrise" page in issue #1. Mahmud is able to evoke so much emotion using just close shots of her eyes as she sees the yellow sun for the first time.

Mahmud: First issue, page 4. This page was where I got to portray

Kara genuinely for the first time.

this character?

Michael & Mike: We love mixing epic action with Kara's personal journey as she explores a strange world, and we love writing a character who is still learning what it means to be a hero.

MICHAEL GREEN

(writers)

(artist)

& MIKE JOHNSON

MAHMUD ASRAR

1. What do you love

about writing/drawing

Mahmud: It's an opportunity to draw Supergirl starting from scratch. It's a chance to define her for a whole new age. What's not to love?

#### 2. What is your favorite thing about your part in The New 52?

Michael & Mike: It's great being able to introduce Supergirl and the DCU to readers who are new to comics, and to reintroduce her to veteran readers who may not have followed her adventures before. We also really want longtime fans of Kara to enjoy this new incarnation of such a beloved and iconic character.

Mahmud: That I'm drawing Supergirl! Seriously though, this has all the factors I look forward



#### DC UNIVERSE PRESENTS

### PAUL JENKINS (writer) BERNARD CHANG (artist)

#### 1. What do you love about writing/drawing this character?

Paul: Deadman has this seemingly impossible task: to fix the lives of others while at the same time trying to make sense of his own. People love a good story of redemption, so we cannot help but root for him.

Bernard: Every issue, Deadman possesses a huge cast of characters, all of whom need to be distinct – damn you, Paul Jenkins! To make things fun, I like to hide Easter Eags in the art...

### 2. What is your favorite thing about your part in The New 52?

Paul: I think DCU Presents stands out a little because we were given five issues to really define the character, so we could draw from Deadman's past and still take a new approach to him.

Bernard: I'm really enjoying the moodiness of our story. It's heavy-hearted and reflective. I think it's great that DC publishes rock 'em-sock 'em superhero books and also ones that are more introspective.

# 3. Can you tease the villains he will be fighting in upcoming issues?

Paul: Deadman battles mostly himself and solves the problems of others. That being said, we are introducing a cool new fallen angel-type character called the Son of Morning, who happens to know the answer to every single question there is.

#### 4. What new thing are you doing with this character?

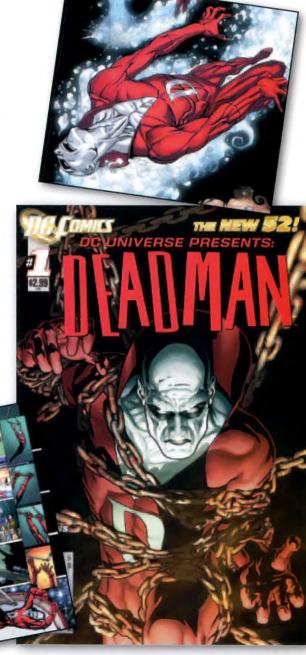
Paul: Once upon a time, the goddess Rama came to Deadman and said, "You are going to inhabit the lives of others and resolve their issues." Well, for the first time in a while, he is going to challenge her. He will ask her, "Why?"

Bernard: I think the most important new thing is infusing some progressive storytelling techniques into a structure that is easy for first-time readers to understand. It's about capturing the magic Neal Adams and Carmine Infantino first brought to the character, while adding my own twist.

#### 5. How will you shock readers?

Bernard: If we told you that, then there wouldn't be any surprises at the end of the book, right?

5.2 What is your favorite page in the first few issues and why? Bernard: The opening sequence of #1 where we recapped Deadman's origin and his first meeting with Rama, having multiple timelines occurring on the same page. Originally, we had just the panels flashing back to different scenes. Then we decided to inject a secondary tier of panels weaving his trapeze act, swinging back and forth just before the fatal shot, with his backstory, and then his fall, impact, and fall again into the netherworld.



hat's the most Google-able series in all of DC's NEW 52? Why, FLASH, of course!

Followers of the Fastest Man Alive already know it to be among the most entertaining and electrifying series we produce, and that the team of Francis Manapul and Brian Buccellato have crafted a Flash for the ages.

But FLASH readers are also pretty hip to the fact that the series dangles crazy-sounding comic-booky science terms every other page. Stuff like "the law of congestion." Or "augmented cognition." And, get this, "pig-extracted extracellular matrix." What's even more mindbending is that all of this seemingly made-up comic-book science is ACTUALLY REAL.

Go ahead, Google it all. We'll wait right here.

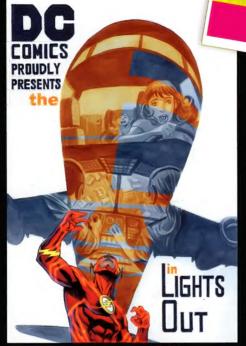
See, Francis and Brian pride themselves on applying cutting-edge science and technology to a series that understandably must

move much faster than every other comic book out there. When you read it, you'll not only get a humdinger of a tale, you'll learn a really cool thing or three.

FLASH #3 is out next week, so be sure to reserve your copy now. I'm not exaggerating when I say this is a series that we'll all look back on someday and say, "Man, that was some of the most fun comics I've ever read...

And those will be memories you won't need to Google.

-Brian Cunningham Editor







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